EDIT

This command is used to invoke a Natural editor for the purpose of editing the source form of a Natural programming object.

Three different forms of command syntax exist. These are documented in the following sections.

- Syntax 1
- Syntax 2
- Syntax 3

Related command: `READ`.

See also *Object Naming Conventions* in the *Using Natural* documentation.

Syntax 1

$$\texttt{\underline{E}DIT}\ [\textit{object-type}]\ [\textit{object-name}\ [\textit{library-id}]]$$

object-type

The following object types can be edited:

$$\left[\begin{array}{l}
\left\{\begin{array}{l}\texttt{\underline{CL}ASS}\\ \texttt{4}\end{array}\right\}\\
\texttt{\underline{C}OPYCODE}\\
\texttt{\underline{G}LOBAL}\\
\texttt{\underline{H}ELPROUTINE}\\
\texttt{\underline{L}OCAL}\\
\texttt{\underline{M}AP}\\
\texttt{P\underline{A}RAMETER}\\
\texttt{\underline{P}ROGRAM}\\
\left\{\begin{array}{l}\texttt{SUBPROGRAM}\\ \texttt{N}\end{array}\right\}\\
\texttt{\underline{S}UBROUTINE}\\
\texttt{\underline{T}EXT}
\end{array}\right]$$

Which editor is invoked depends on the type of object to be edited:

- Local data areas, global data areas or parameter data areas are edited with the data area editor.
- Maps are edited with the map editor.
- Classes are edited with the with the program editor.
- All other types of objects - program, subprogram, subroutine, helproutine, copycode, text, description - are edited with the program editor.

Note:
The text object "description" is available on mainframes only. A description is a program description as stored and maintained in the Predict Data Dictionary; an object of this type can only be edited if Predict is installed.

The object types are described in the *Programming Guide*. The editors are described in the *Editors* documentation.

If you specify the name of the object you wish to edit, you need not specify its object type.

object-name

With the `EDIT` command, you specify the name of the object you wish to edit. The maximum length of the object name is 8 characters.

Natural will then load the object into the edit work area of the appropriate editor and set the object name for a subsequent `SAVE`, `CATALOG`, `STOW` command.

If you do not specify an *object-name* and there is no object in the source work area, the empty program editor screen will be invoked where you can create a program. If the source work area is not empty, the object will be loaded in the appropriate editor.

Note:
For `EDIT DESCRIPTION`, the *object-name* must be the name as defined as a Natural member in the Predict program definition.

library-id

If the object you wish to edit is not contained in the library you are currently logged on to, you must specify the *library-id* of the library in which the object to be edited is contained.

Note:
The setting for *library-id* must not begin with "SYS" (except `SYSTEM`).

If Natural Security is active, a *library-id* must not be specified, which means that you can only edit objects which are in your current library.

Syntax 2

```
EDIT [      *      ] {      *      }
     [ object-type ] { object-name }
```

If you do not remember the name of the object you wish to edit, you can use this form of the `EDIT` command to display a list of objects, and then select from the list the desired object.

EDIT *	displays a list of all objects in your current library.
EDIT *object-type* *	displays a list of all objects of that type in your current library.

To select an object from a certain range of objects, you can use asterisk notation and wildcard notation for the *object-name* in the same manner as described for the system command `LIST`.

Syntax 3

EDIT FUNCTION *subroutine-name*

The `EDIT FUNCTION` command may be used to edit a subroutine using the subroutine name (not the object name) with maximally 32 characters.

Example:

```
DEFINE SUBROUTINE CHECK-PARAMETERS
  ...
END-SUBROUTINE
END
```

Assuming that the above subroutine has been saved under the object name `CHCKSUB`, you may edit subroutine `CHECK-PARAMETERS` either by issuing the command:

```
EDIT S CHKSUB
```

or by

```
EDIT F CHECK-PARAMETERS
```